SAVAGEQUEST...

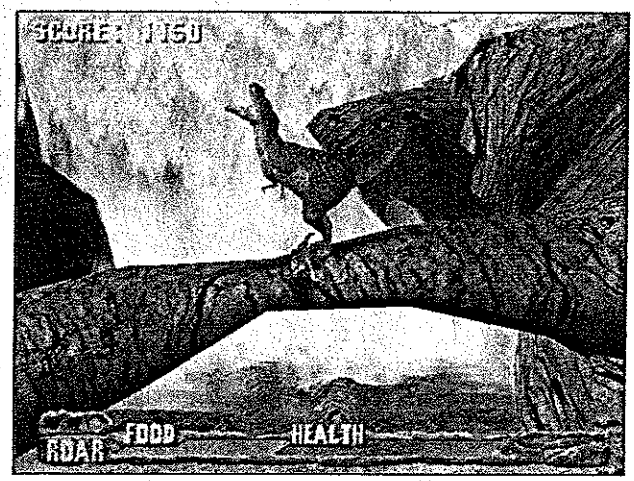
is a new drawing card for your arcade brought to you by Interactive Light and its software subsidiary Immersia, who have also made the world-famous PC-based sports simulators **Pitchers Duel, Home Run Derby, Kick-It** and **Slide-It.**

SavageQuest is, like our other games, PC based, with all the advantages to the operator that platform offers: easy servicing, easy upgrading, protection of investment.

Assembly is very easy. Just slide the two halves together, plug in the subwoofer and marquee, cleat the two halves together, plug the game in and stand back from the eager horde of customers.

Game play is addictive. Three buttons and a stout joystick provide control. You become a ravenous Tyrannosaurus Rex on an action-packed crusade through the cretaceous earth, beset on all sides by fierce adversaries, even a tribe of humanoids, whom you must crush between your powerful jaws. Gameplay takes you through five lavishly detailed levels in an original fantasy realm. As king of the dinosaurs, you attempt to retrieve a precious clutch of eggs stolen by Karn, an evil shaman with plans for conquest.

The graphics are awesome! The sound is thunderous! The experience is electric!



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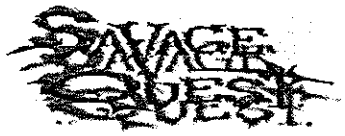


Gameplay Description

Once the game begins, your **objective** is simple: Retrieve your eggs from Karn. There are five levels to explore, but you won't make it far if you don't **kill** all of the creatures that get in your way, and **eat** them for strength!

Navigation of the levels is straightforward:

- Keep moving from left to right; follow the green arrow if you get lost.
- Each level is divided into arenas connected by passages. The arenas must be cleared of enemies before you can proceed.

Defeat enemies in a variety of ways:

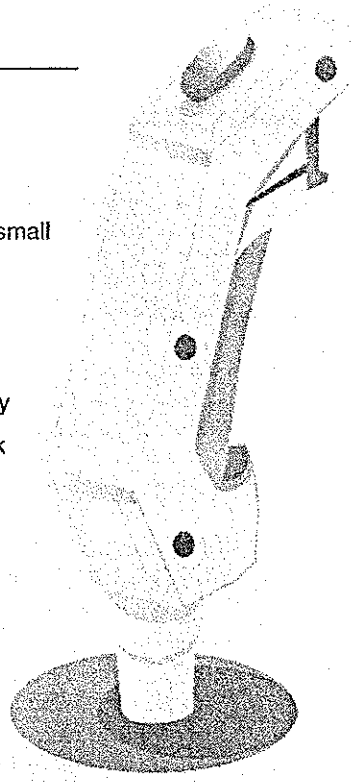
- **KILL** enemies by biting them repeatedly with the trigger button.
- **PICK UP** small enemies by pressing and holding the trigger button.
- While holding a small enemy, **THRASH** it to death by shaking the joystick left and right repeatedly.
- Small enemies will sometimes jump on your back. **THROW THEM OFF** by shaking the joystick.
- **ROAR** to scare your enemies away and gain a little breathing room.
- Clear enemies with a **TAIL SWING** by making a quick circular movement with the joystick.
- **RUN** to outdistance enemies and better position yourself for an attack. To run, press and hold the thumb button on the joystick.
- Do a **HEAD BUTT** attack by pressing the thumb button twice.

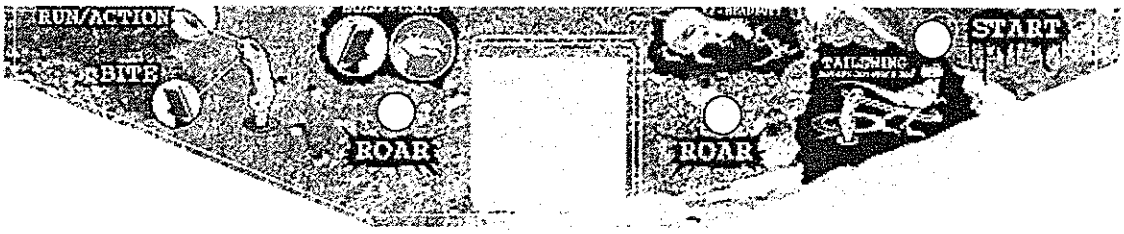
Eat defeated enemies to regain strength:

- Your food meter is an indication of how much time you have before you starve! You must refill this meter by attacking and eating enemies.
- Eat small enemies by picking them up and holding them until they are automatically swallowed. This can be hastened by tapping the joystick towards the T-Rex's tail.
- Eat larger enemies by continually biting the carcass until it disappears.

Game Controls

Do This	To Do This
Press trigger	BITE
Tap trigger repeatedly	QUICK BITES
Shake stick	**REMOVE** enemies from back
Press and hold trigger	**BITE, HOLD, AND PICK UP** small enemies
Press and hold trigger, shake stick	**BITE, HOLD, PICK UP, AND THRASH** small enemies
Press and hold trigger, tap back on stick	**BITE, HOLD, PICK UP, AND SWALLOW** small dead enemy
Circular motion with stick	Perform a **TAIL SWING** attack
Press and hold thumb button	**RUN**
Press thumb button, tap stick towards tail	**WALK BACKWARD**
Tap thumb button twice	**HEAD BUTT**
Press Roar button	**ROAR** special attack





The Control Panel

Assembly

At Least TWO PEOPLE are required.

Convenience Kit- items located in Coin Box Bucket:

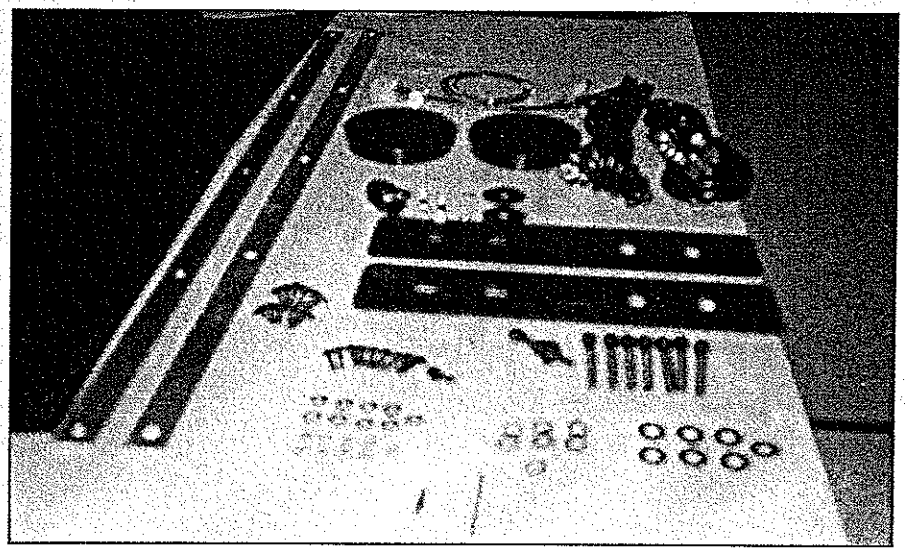
#8 x ¾ " screws	for mat	12
5/16-18 x 2" socket head bolts, splitlock washer, fender washer(black)	for connecting plates	8ea.
Lag screws, M6 x 40mm (zinc), splitlock washer, fender washer	for hood	3ea.
Plastic cap	for hood	2
¼" Allen wrench		1
T-25 Security TORX bit		1
Manuals: Speakers, Amplifier, Monitor, Game		1ea
220 v models only: European Power cord		1
220 v models only: UK power cord		1
Ticket dispenser harness		1

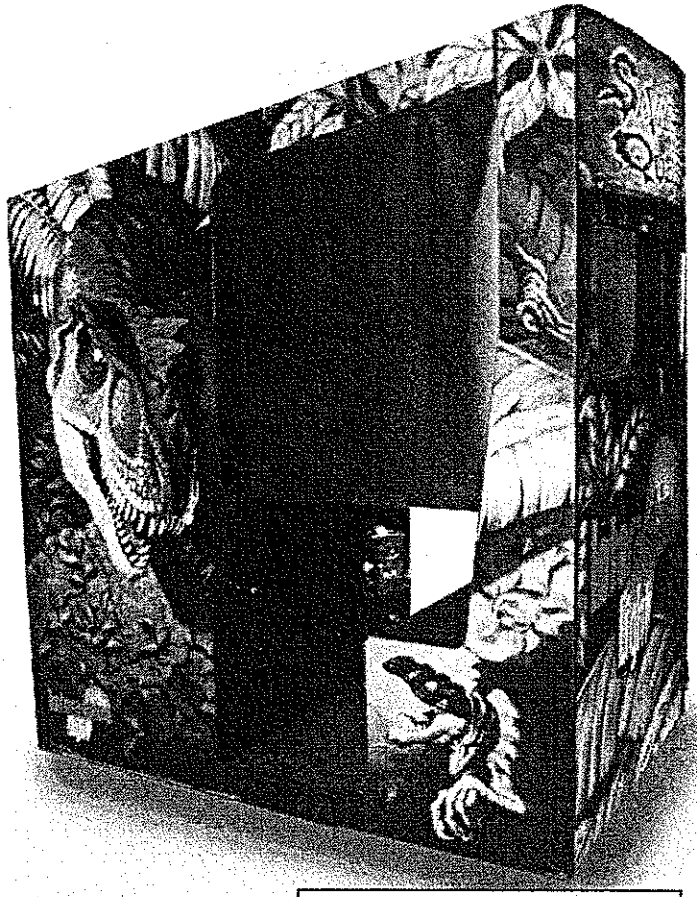
Convenience Kit- items located in Seat Cabinet:

Mat	1
Connecting plates	2

Tools required:

Screwdrive handle or power screwdriver with phillips bits
Adjustable wrench or slip-joint pliers
Optional: Socket Wrench with 10mm socket



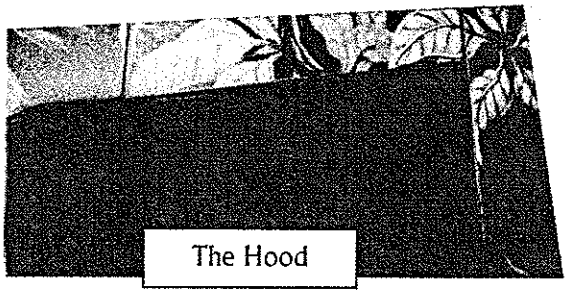


The Whole Cabinet
(Shown with Optional
Curtain)

The Monitor
Cabinet
With Hood

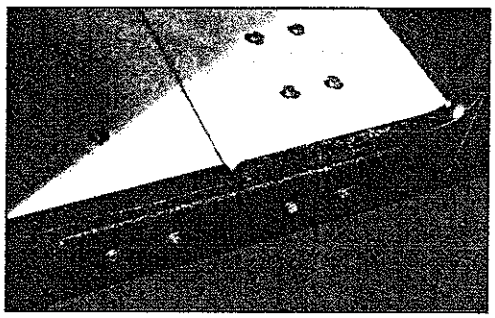
The Seat
Cabinet

Savage Quest comes in two pieces:

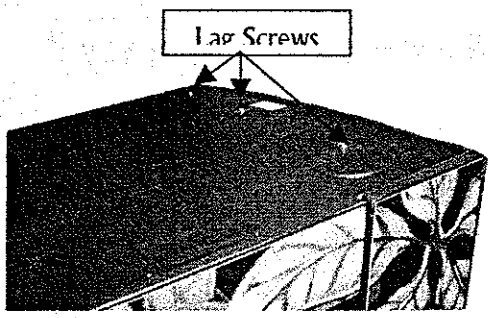

The Hood

Take both cabinets off the pallet. Make sure casters don't fall through the pallet. Roll them to your desired location. Place the cabinets close to each other, seat facing monitor. Remove warning labels.

Flip hood on top of monitor cabinet so it rests on the marquee box on top of seat cabinet. It's heavy! Use two people! Don't let it drop! Take care not to pinch the wires! Connect the marquee and subwoofer wires that run up from the seat cabinet and down from the hood.



Assemble the 8 hex bolts, lock washers, and flat washers and loosely fasten the connecting plates in position on each side. Finger-tighten only.

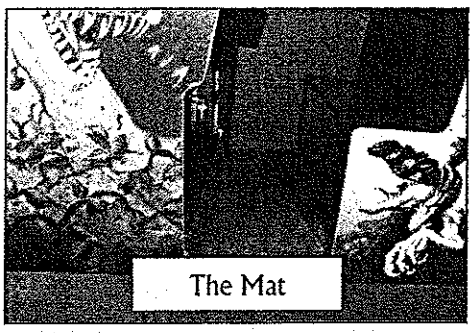


Assemble the three lag bolts, lock washers and fender washers. Put the plastic caps in the holes on top of the hood. Fasten the hood to the seat cabinet with the lag bolt assemblies.

With the ¼" Allen wrench from the convenience kit, finish tightening the hex bolts, drawing the cabinets together. Swap sides while tightening. You might need to push the cabinets together as you tighten the bolts. If your floor is uneven, use the leveling feet to help bring the two cabinets together.

With adjustable wrench or slip-joint pliers, lower the levelers, located next to each caster, until the casters are approximately ¼" (6mm) off the floor. Make sure the game is level.

Put the mat in position between the base of the seat and the coin mech panel; fasten with the 12 wood screws. Put four screws on each short side, two equally spaced on top and bottom sides. Place screws about ½"(12mm) from edges of mat.


The Mat

For 110v units:
The power cord is shipped inside the Monitor Cabinet. Remove the back panel, take the end of the power cord out, replace the back panel, and plug the game in.
For 220v units:
Plug the appropriate (European or UK) power cord into the power plate at the lower left corner of the back of the Monitor Cabinet.

Plug Savage Quest into the wall socket. The game will start in about two minutes.

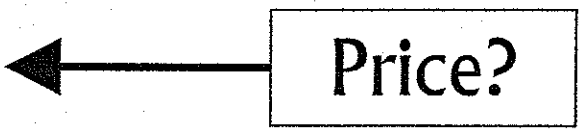
The Operator's Menu

To enter the Operator's Menu, push the button behind the coin mech. To navigate in the menu, use the joystick: finger button, up: thumb button, down. Roar button to confirm selection. Selected field blinks.

GAME SETUP

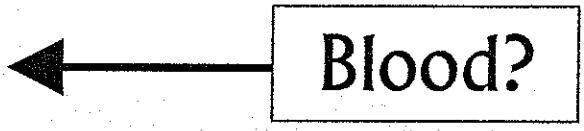
Game Price

Credits to Start: X
Credits to Continue: X
Freeplay: On/Off
Clear Credits



Game Settings

Game Difficulty: (3 Choices)
Blood: On/Off



Volume Levels

Play Mode Master Volume: (0-20)
Test Play Mode Master Volume

Attract Mode Master Volume: (0-20)
Test Attract Mode Master Volume

Calibrate Joystick

a. Move the joystick until it is centered and press the trigger button.
b. Move the joystick to the upper right hand corner, hold it there and press the trigger button.
c. Press and hold the trigger button and move the joystick in as large a circle as possible at least twice.
d. The screen will now present one of the following messages:
"Joystick 1 Calibrated Successfully"
"Joystick 1 Calibration Failed" – Repeat until you receive the "Joystick 1 Calibrated Successfully" message.

Export Game History

Get an IBM-formatted floppy, follow on-screen instructions.

STATISTICS

Current... and Total... are similar. The values in Total... cannot be cleared, however.

Overview

Total Games Played
Total Continued Games Played
Total Credits Paid
Average Game Time
Average Credits per Game

Details

Average Game Time
Shortest Game Time
Longest Game Time

Games Over 3 Min
Games Over 5 Min
Games Over 10 Min

Credits to Clear the Game Avg.
Credits to Clear the Game Min.
Credits to Clear the Game Max.

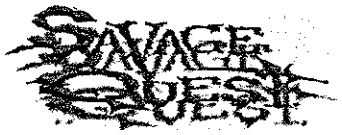
Trex Attacks Used

Average Attacks Used Per Game...
- Avg. Tail Swings
- Avg. Roars
- Avg. Head Butts
- Avg. Quick Bites

Attacks Used in Games Over 3 min., 5 min., and 10 min: Same as above.

Trex Death Locations

Level 1, Level 2, Level 3, Level 4, and Level 5:
These screens give a detailed view of how players at your location are doing. This information can be useful if receipts fall off because play is too easy or too hard.



GAME ID

Dongle ID
Distributor:
Country
Coinkit Version
Coinkit Build Date
Coinkit Build Time
GCI/Firmware Version

Make sure you have the latest and greatest. Also helps us in troubleshooting.

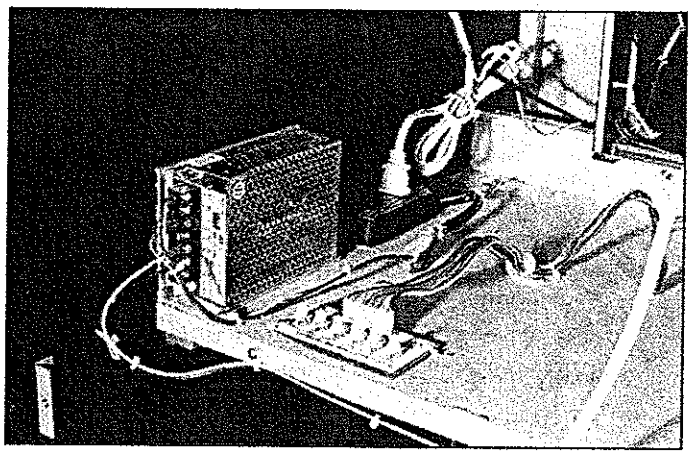
Details?

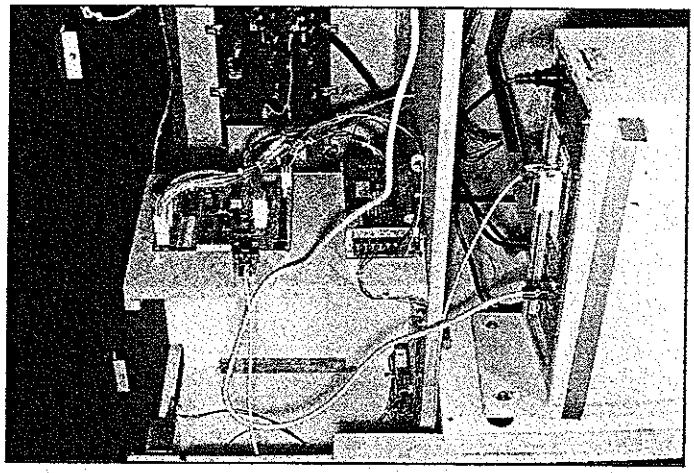
RESET

Reset Unit to Factory Settings
Clear Hall of Fame
Clear Credits
Restart Game...
    Restart the Machine

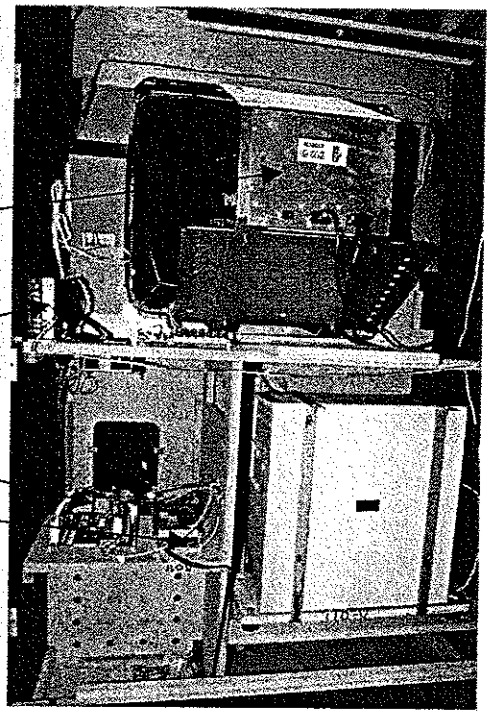
Illustrations

The amp power supply and the monitor control panel.





The computer, the main board, the GCI power supply.



The monitor

The amp power supply

The GCI (main board)

The GCI power supply

Troubleshooting

WHEN IN DOUBT, REBOOT.

Many problems are resolved by simply turning the game off, waiting 30 seconds to a minute, and turning the game back on.

SAVAGE QUEST WILL NOT START.

Are any fans or lights on?

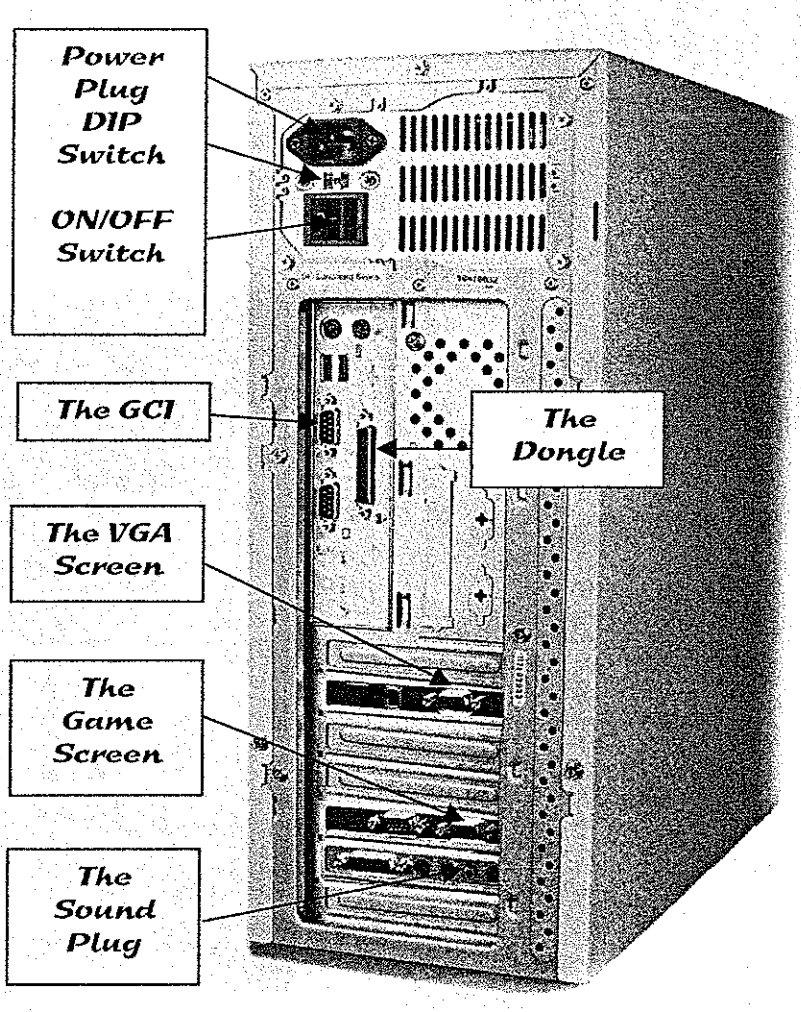
NO: Check power cord, wall plug, ON/OFF switch on machine. Check the fuse, located next to the ON/OFF switch.

YES: Check power cord, ON/OFF switch on computer.

Remove any floppy disk or CD from computer. Game does not require a floppy or CD to run.

Make sure that the Computer and the Power Supply are set for your local voltage. The computer and power supply each have DIP switches. Check that the dongle on the computer is firmly seated. Do **not** attach anything else, such as a printer, to the dongle

Verify Software Version Number and Dongle ID Number with your distributor.

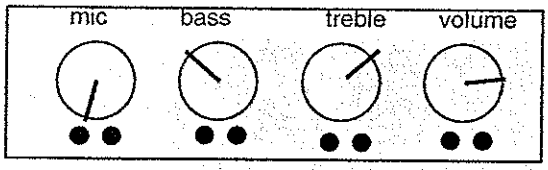


SOUND

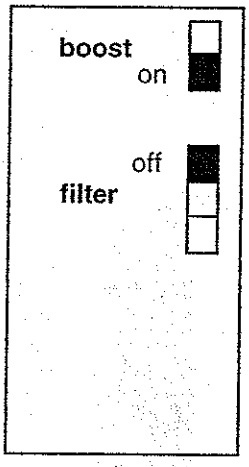
If you are getting no sound, check

- that the sound plug is plugged in to the proper socket in the computer.
- the power amp and make certain the sound plug is inserted fully, and that the amp is getting power.
- the connections from the amp to the speakers.

If you experience problems with the sound, first check Volume Levels in the Game Setup menu of the operator's menu. Next, check the settings on the self-powered speakers located on either side of the monitor. Finally, check the settings on the power amp. Refer to the drawings below for factory-recommended settings.



Roland MA-8



Power Amp

PICTURE

If you are getting no picture, make sure

- that the monitor is plugged in to the proper socket on the computer
- that its power cord is plugged in (you should be able to see the tube glowing)
- that the green LED on the monitor control panel is lit.

If you still have no picture,

- plug the monitor cable in to the VGA socket.
- You should see a DOS screen consisting of white letters on a black screen. The messages there will be helpful in troubleshooting.

If you still have no picture, it is probable that the monitor is defective.

The picture is adjusted with the Monitor Control Panel. Remove the service panel from the back of the monitor cabinet to access it.

Maintenance

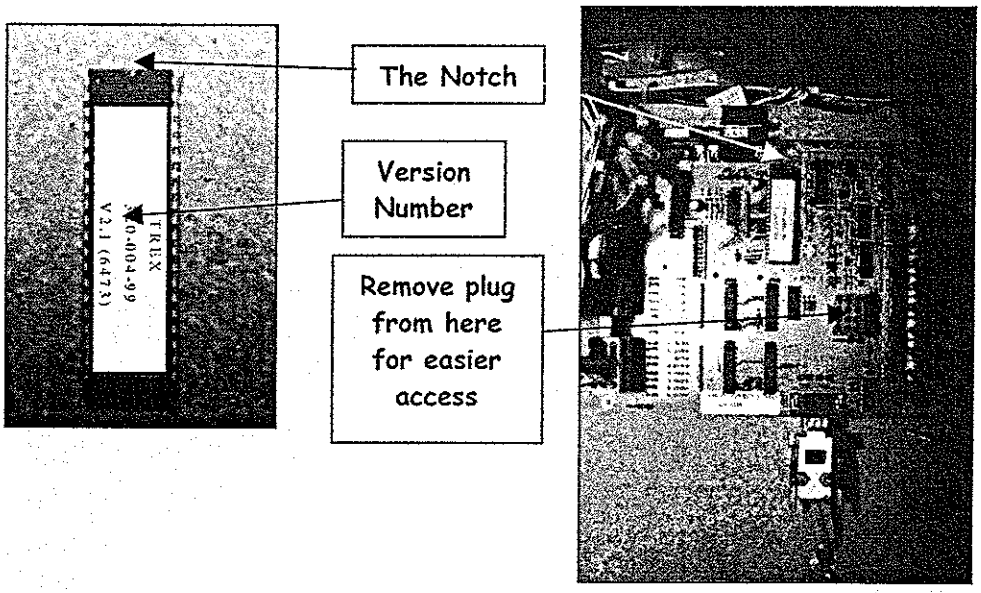
CHANGING THE EPROM

With new editions of software, it sometimes becomes necessary to upgrade other features of the game at the same time.
If, with your new software you receive an EPROM, carefully follow these steps.

- Turn off and unplug the game.

Open the service panel on the rear of the main cabinet.

- Pull out the hardware shelf. Take care not to snag any wires, pull slowly.
- Remove the existing EPROM from its socket by carefully inserting a small blade screwdriver under one end and carefully levering it up and off.
- Insert the new EPROM in the socket. Note that the EPROM and the socket have notches at one end: they should match.
- You might find it easier to work if you remove the plug from the Main Board indicated in the illustration.



CAUTION!!

The pins bend easily, and the EEPROM is susceptible to electrostatic damage. Ground yourself. Call our service department if you have any questions.

CHANGING A HARD DRIVE

CAUTION:

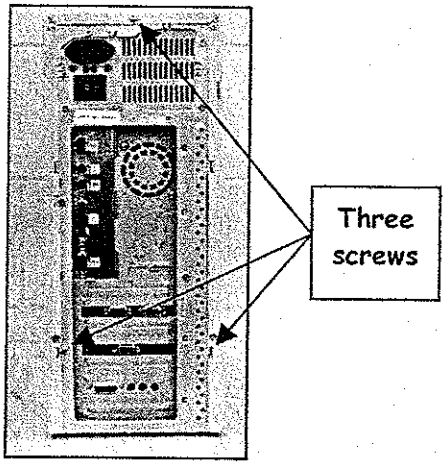
Do not touch the printed circuits (the green part) of any component. Handle by the edges.

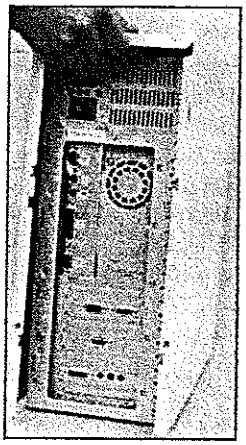
Never work on live equipment. Unplug it.

Get a grounding wrist strap from your local computer store. Less than $10.

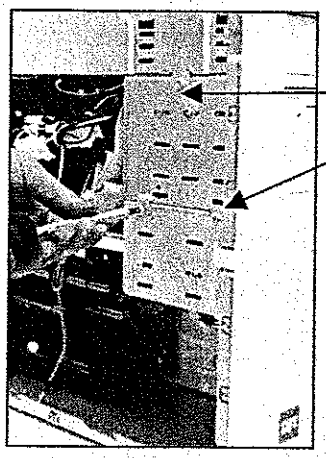
If you don't have a strap, discharge any static electricity in your body by touching the chassis of the computer.

Remove the service panel from the cabinet.
Slowly pull out the computer shelf. Remove the shipping screws if necessary.
Unplug everything from the computer.
Unscrew the two screws on the straps holing the computer and remove it.



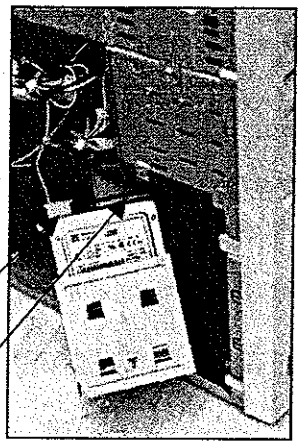


On the back of the computer are three screws, one at the top and two about 4 inches from the bottom on each side. Remove them, and then slide the cover off towards the back.

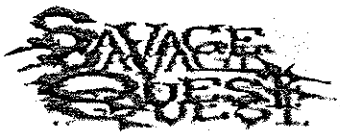


From the side, towards the front of the computer, you'll see two brackets. One holds the floppy drive; attached to its bottom is the bracket that holds the hard drive. It's held on with two screws. Remove them and slide the bracket off.

Remove the two plugs in the hard drive. The power plug (4 conductor) and the data ribbon. The data ribbon may have a little hot glue on it. Scrape it off with a small blade screwdriver if necessary. The hard drive is held in place by four screws. Remove them, slip the hard drive out, and replace with the new one. Reverse the steps to reinstall.



IMPORTANT:
After you install a new hard drive, you must calibrate the joystick.



FCC Notice

This device complies with Part 15 of the FCC rules. Operation is subject to the following conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operations.
Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operating in a commercial environment. This equipment uses and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

Warranty

Seller warrants that its printed circuit boards and personal computer, and parts thereon are free from defects in materials workmanship under normal use and service for a period of 10 months from the date of shipment. Seller warrants that its video displays (in games supplied with video displays) are free from defects in material and workmanship under normal use and service for a period of thirty (30) days from the date of shipment. None of the Seller's other products or parts thereof are warranted. Seller's sole liability shall be at its option to repair, replace, or credit Buyer's account for such products which are returned to Seller during said warranty period provided:

a) Seller is promptly notified in writing upon discovery by Buyer that said products are defective and
b) Such products returned prepaid to Seller's plant and
c) Seller's examination of said products discloses to Seller's satisfaction that such alleged defects existed and were not caused by accident, misuse, neglect, alteration, improper repair, improper installation or improper testing.

In no event shall Seller be liable for loss of profits, loss of use, incidental or consequential damages.
Except for any express warrant set forth in a written contract between Seller and Buyer which contract supersedes the terms herein, this warranty is in lieu of all other warranties expressed or implied, including the implied warranties of merchantability and fitness for a particular purpose, and all other obligation or liabilities on the Seller's part and if neither assumes nor authorizes any other person to assume or the Seller any other liabilities in connection with the sale of products by Seller.
Interactive Light's distributors are independent, being privately owned and operated. In their judgment they may sell parts or accessories other than Interactive Light's parts or accessories. Interactive Light cannot be responsible for the quality, suitability or safety of any non-Interactive Light part or any modification, including labor, which is performed by such distributor.

Warranty Verification

With your manual, you received a WARRANTY REGISTRATION CARD. Fill out and return the card to us promptly to ensure no delay in processing any warranted repairs.
Parts and services for Interactive Light products are also available through your distributor.

Return Procedures

Call to verify current status of the service center and to obtain an RMA number. Once the warranty is verified we will ship out the item standard UPS service if applicable. You can call our service department for technical support on installation and set up of the replacement parts. Package the item in the original (or equivalent) packing materials. Prepay for shipment from the origin of factory via UPS or ground cargo. You are responsible for insuring any product returned and you assume the risk of loss during shipment to factory. Collect on delivery C.O.D. packages are not accepted. Write the Return Merchandise Authorization number

clearly and prominently on the invoice, packing slip and outside of the box for proper tracking. Include a letter describing the reason for return. If the services required are under warranty then, the replacement item will be sent out when the defective item is received and inspected. If the item is out of warranty, then it will be repaired or replaced and shipped UPS standard as soon as possible.
Interactive Light will not accept any returned item without a RMA number on the package or if it is improperly packed.

SERVICE

If you have questions regarding any Interactive Light product or require technical support, contact Interactive Light Customer Service at (800) 252-9038, (310) 581-8411, FAX (310) 452-7443 or e-mail: support@interactivelight.com. Hours: 9:00 am – 7:00 p.m. PDT Parts and repair service are also available through your distributor.

Replacement Parts

Qty.	Description	Part Number
2	"ROAR" BUTTON, 6V. LAMP	586-0006-00
1	"START" BUTTON, 6V. LAMP	586-0006-02
1	2-COIN BOX, 6V. COUNTER, 2-PIN MOLEX, HARNESS, VAULT, BOX	530-0008-00
1	1-COIN BOX, 6V. COUNTER, 2-PIN MOLEX, HARNESS, VAULT, BOX	530-0003-00
1	CUSTOM JOYSTICK	590-0003-00
1	COMPUTER	514-0009-00
1	VIDEO CARD	518-0012-00
1	SOUND CARD	518-0020-00
1	DONGLE	514-9999-99
1	MAIN BOARD	150-0026-00
1	POWER SUPPLY-AMP	500-0005-00
1	POWER SUPPLY-GCI	500-0005-00
1	DBV DOOR	530-0003-00
1	33" VGA MONITOR W/ CORD & CABLE	518-0010-00
2	ROLAND SELF-POWERED SPEAKERS 110V/220V	518-0008-00/01
1	300W MONO AMPLIFIER	518-0018-00
1	ABS MONITOR BEZEL	400-0050-00
2	SUBWOOFER PORTS	518-0007-00
1	12" SUBWOOFER	518-0009-00
2	CURTAINS, LEFT/RIGHT (OPTIONAL)	495-0020-00/01
1	TRANSFORMER (220V MODELS ONLY)	503-0003-00
	Graphics	
1	MARQUEE	415-0050-00
1	JOYSTICK COVER PLATE	415-0061-00
1	CONTROL PANEL OVERLAY	415-0047-00
1	MONITOR CABINET REAR PANEL UPPER CROSS BEAM	415-0055-00
1	MONITOR CABINET REAR PANEL	415-0052-00
2	MONITOR CABINET SIDE PANEL LEFT/RIGHT	415-0046-00/01
1	MONITOR CABINET BACK PROTRUDING PANEL	415-0052-00
2	HOOD SIDE PANEL LEFT/RIGHT	415-0048-00/01
2	SEAT CABINET SIDE PANEL LEFT/RIGHT	415-0045-00/01
1	ANGEL STUDIOS	415-00XX-00

RELEASE NOTES					
REV	DESCRIPTION	DATE	BY	RECEIVED BY	DATE
A	RELEASED TO PRODUCTION	1/26/99	FAB		

MAIN PCB

CONTROL PANEL SWITCHES

CONTROL PANEL LAMPS

P-2 — ILTR-102-00 — J-2

J-2 — J-3

ROAR — ROAR — START

P-3 — ILTR-104-00 — J-11 — J-12

J-16 — J-14 — J-15 — J-13

P-4 — ILTR-106-00 — J-5

ILTR-120-00 — J-24 — ILTR-121-00

TICKET LED — TICKET LOW — TICKET COUNTER 5V — TO GROUND BRACKET

COIN COUNTER 5 V

PROGRAM — INSTANT CREDIT

J-7 — COIN MECH 1 — J-8 — COIN MECH 2

J-3 — J-9 — TO BILL ACCEPTOR — ILTR-107-00

12" WOOFER — ILTR-122-00 — ILTR-123-00

1/8" TO RCA — PIGGY BACK CABLE

(L) SPEAKERS (R)

85 RMS MONO AUDIO AMP — ILTR-124-00

JOYSTICK — ILTR-125-00

ILTR-118-00

0 9 SERIAL PORT — COM2 — AUDIO OUT — AUDIO — COM1 — S - VIDEO OUT — P C — A C IN

VGA IN — 33" VGA — A/C IN

OC IN — P-1 — ILTR-101-00

FLUORESCENT LIGHT FIXTURE — ILTR-114-01

POWER SUPPLY — P-5

J-23

FAN

DUPLEX RECEPTICAL — J-18

DUPLEX RECEPTICAL — J-18

POWER SUPPLY

LINE — EMI — LOAD

AM&D INTERACTIVE TECHNOLOGIES	ADVANCED MANUFACTURING & DEVELOPMENT Phone (707) 459-7580 FAX (707) 459-3715 300 EAST HILL ROAD WILLITS, CA. 95490		
CUSTOMER: INTERACTIVE LIGHT	DWG. TITLE: OVERALL WIRING DOMESTIC		
USED ON: T-REX			
SIZE: B	PART NO.: -	DWG NO.: ILTR 3001-00	REV: A
DRAWN BY: FRED BROWN	DATE: 1/21/99	CHECKED BY: -	DATE: -
TOLERANCE: UNLESS OTHERWISE SPECIFIED: .X +/- .5 MILLIMETERS, .XX +/- .030 INCHES, .XXX +/- .015 INCHES; ANGLES +/- 1 DEG.	DO NOT SCALE DRAWING	SHEET 1 OF 1	